SNS-AIFE-USA

JALECO™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Introduction

You feel the heat on the door in front of you. Slipping down your mask you take a deep breath and kick through the door. A raging inferno expands before you. With a steady diet of adrenaline, you rush through the flames looking for signs of life. A collapsed banister covers an unconscious victim. You move the flaming timber from the smoke-darkened body and check for life signs. You find a faint but steady pulse and carefully sling the person over your shoulder. You rush back through the flames, narrowly escaping a buckling section of floorboard. Just as you reach the door, a section of ceiling plummets behind you. Escaping into the hallway, you find that the fire has spread to the hallway, blocking your escape. You look to the other end of the hallway to the window of the second floor. You run to the window as the walls begin to feed on themselves. As you rush to break through the window, you hope that the crew set up the nets on this side of the building like you asked them to...

Object of the Game

In The Ignition Factor, you play a gutsy fireman who has some meager equipment to fight off the force of the flame. Your objectives are threefold:

1) Rescue as many people as you can.
2) Complete any mission objectives that the Captain gives to you during the mission.
3) Find and remove any important items in the building.

Note: For more information on these objectives, see **During the Game.**

By completing these objectives, you will be on your way to your status as a Greek hero, beloved by all.

Getting Started

1) Place The Ignition Factor Game Pak into your Super NES and turn on the unit.

2) The Jaleco screen will appear, followed by the title screen.

3) Press **START** to begin the game.

Game Options

Before the game begins, you will have three options to choose from.

Press **UP** or **DOWN** on the control pad to select an option. Then press the **X** or **A BUTTON** to select an option. The different options are as follows:

Game Start - This option starts a game. See Game Play for more information.

Password - When you select password, you must have a password that you acquired in a previous game.

Move the cursor with the control pad. Press the **X** or **A BUTTON** to select each letter in the password., If you made a mistake, just move the cursor to the space in the password that is wrong, and press the **X** or **A BUTTON**. Then simply select a new letter. If you want to leave this screen without continuing with a password, select Cancel, otherwise, select OK when your password is entered.

Sound Test

You may test the sound effects and background sounds in this game with this option. Pressing **UP** or **DOWN** on the control pad selects either S.E. (sound effects) or Sound (background sounds). Pressing **LEFT** or **RIGHT** on the control pad selects a new sound or sound effect to hear. Press the **A BUTTON** to hear that sound. To exit this screen press **START**.

Game Play

Level Select Screen - When you start or continue a game, you will begin at the level select screen.

Each level select screen will show only certain number of stages. The stages are divided as such:

Level 1 Stage 1 - Bradshaw Steel Mill
Stage 2 - Pygmalion Productions

Level 2 Stage 3 - McGlone Mine
Stage 4 - Dino Museum
Stage 5 - Whitney Appliance Factory

Level 3 Stage 6 - Gemini Towers
Stage 7 - Shylock Center
Stage 8 - Paris Mine

Once you finish all of the stages on a level, the next level select screen will appear.

Briefing Screens - The briefing screen is where you learn what you need to know to complete your mission.

When you start the briefing, the Captain tells you about the mission and what your objectives are. After he is finished, you can look at the map and place your fire engines. The briefing screen starts on the map. By selecting up or down, you may look at all of the floors for the mission. The small arrows in the bottom left hand corner of the Grape computer screen tell you if there are other floors to look at.

Select a corner on the screen to decide on a side of the building for the fire engine to be on. The side of the building contributes to how effective the fire engine is at putting out fires. *See* **USING THE FIRE ENGINE.**

You can exit the briefing screen by selecting OK.

Item Screen - After you exit the briefing screen, you will be allowed to choose items to take on your mission.

To select an item to take on a mission, move the cursor over the item and press the **X** or **A Button**. This will pick up the item and give a small description of the item. Move the item from the bottom area (blue) to the top area (brown), and press the **X** or **A Button** to place the item in your inventory.

To see more items available, select the blinking circular arrow in the upper left hand corner of that area.

At first, you can select only 3 items to bring with you, but as your firefighter gets more experience, you'll be able to carry more items (see **Power Ups**).

Here is an overview of the available items and their uses.

Fire Extinguisher - This extinguisher will put out normal fires. Normal fires appear as orange flames. The extinguisher recharges after its empty.

Chemical Fire Extinguisher - This extinguisher can put out chemical fires. Chemical fires appear as green flames. Unlike your normal fire extinguisher, this item only recharges if you find another firefighter to refill the extinguisher.

Electrical Fire Extinguisher - This extinguisher can put out electrical fires. Electrical fires appear as blue flames. Unlike your normal fire extinguisher, this item only recharges if you find another firefighter to refill the extinguisher.

Oxygen Tank & Mask - These items let your player breathe in hazardous conditions. The oxygen slowly runs out, and it can be refilled by a fireman during a mission. Running and other strenuous actions cause an increased use in oxygen. In addition, during missions where oxygen is needed, sometimes a person will be in need of oxygen and will take some of your own. Always keep an eye on your oxygen gauge!

Rope - The rope will let you cross areas that you wouldn't ordinarily be able to cross. When using the rope, be sure to hold down the button that threw the rope or your player will let go.

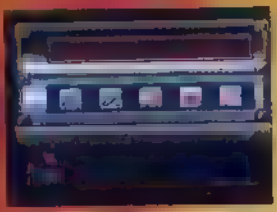
Axe - The axe can be used to smash through doors.

Pole - The pole is used to check the floor in front of the player. If a section of the ground is unstable, the pole will reveal any possible collapses before the player steps on them.

CO_2 Bombs - The CO_2 Bombs will put out a large area of regular fire. You start with five of these, and your supply can be replenished by a fireman. These are bombs, so they can do damage to your player and others if anyone is too close.

Plastic Explosives - The plastic explosives can be used to blast through walls and to ignite any gas leaks. Be careful. Your player can be harmed by the explosion, as can your firemen and any trapped people.

When you have selected all of your items, select OK.



Equip Screen - This screen is where you choose what items your fireman will use.

The brown area is where you keep all of your inventory items. The two squares in the upper left hand corner of the screen correspond to the two items that your fireman can use at a time. Each square is marked with a letter, either Y or A. Each letter tells you which button will let you use that item.

Now, each item has a symbol on it, either a triangle or a circle. You can only equip one item of each type at a time. Thus, you can equip the fire extinguisher and CO_2 Bombs, but not two different extinguishers.

In the upper right hand corner of the screen are three blue squares. At the start of the mission, each square has a fire engine in it. Selecting one of these blue squares will call the fire engine. To find out how this works, see **Using the Fire Engine**.

To see any more items you might be carrying, select the flashing circular arrow in the upper left hand corner of the brown area.

When you are done equipping items, select OK

During the Game

Now that you have finished with the briefing and equipping, you're ready to save some lives.

This screen is what you will see during most of the game. The information on the top of the screen is very valuable to completing your mission. In the upper left hand corner of the screen are two sets of numbers.

Next to the clock is your elapsed mission time. This tells you how much time has passed since you started the mission. The Captain will tell you when you have two minutes left in the mission, but other than that, you're responsible for keeping an eye on how much time is left. Below the time is the saved lives meter. This meter shows how

many people you've saved, followed by the minimum number of people who need to be rescued.

In the upper middle of the screen are two more numbers. The top one, next to the heart, is your health. When your health reaches zero, your mission will end prematurely

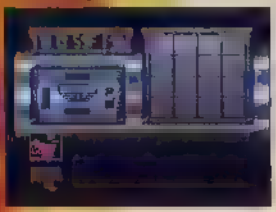
Below that is the percentage of fire. This number tells you what percentage of the area is on fire. The higher the number, the more fire you'll find. This number will gradually increase unless you work on extinguishing the fire.

In the upper right hand corner are the two items you selected to use. The item in the green square is used with the Y button, and the item in the red square is used by the red button.

Map Screen

By Hitting select, you can bring up a map of the current stage.

The map screen is divided into three main parts. On the right side of the screen is the map. The map shows the location of all trapped people, all firefighters, including yourself, the exit, and any special event locations.



The symbols for the map are as follows:

Circle Person to be rescued

Note: The color of the person shows how much danger the person is in. The colors go from blue (safe) to red (extreme danger), the colors are blue, green, yellow, orange, red.

Green face - one of your fellow firemen (or women)
Red face - you
Blue arrow - Exit
Red 'X' - Event location (for more info, see **EVENTS**)

The box on the left of the screen has a building in it, and that box shows the location of the fire engine. You cannot move the fire engine during a mission.

The smaller box above the fire engine box shows what floor the map is showing. If a face of a fireman appears next to the floor number, you are on that floor. Select either arrow and press the **A BUTTON** to see the other floors for that mission.

To leave this screen, select OK.

Equip Screen - During the game, press start to access the equip screen. This screen works the same as the equip screen during the briefing, so for questions, see the **EQUIP SCREEN** section in the **BRIEFING SCREENS** section.

The only difference on this screen is the use of the fire engine.

Using the Fire Engine - To use the fire engine, select one of the three fire engines in the blue squares on the equip screen. The fire engine will clear some of the fire on the whole screen (that you can see, not the entire floor). The amount of fire that is extinguished depends on which side of the building the fire engine is on. Thus, the closer to the fire engine you are when you call it, the more fire on the screen will be extinguished.

Events - During a mission, the Captain may call you to announce a special event. When he does this, the Captain will tell you what you have to do to complete the event. Any special event locations that are needed are marked on the map screen with a red 'X'.

You do not need to complete the events to complete the mission, but if the events are completed successfully, bonus points will be awarded at the end of that mission.

Items - Scattered around each stage are items that you can pick up. Items may be needed during a mission, or they may just be worth points after the mission. Items are not visible on the game or map screen, so when you find one, your fireman will kneel down to pick up the item. Be sure to remember where items are for the next time you play!

Completing the Mission - Once you have rescued your quota, or once there are two minutes left in the mission, you can exit the mission. The Captain will be waiting for you by the exit.

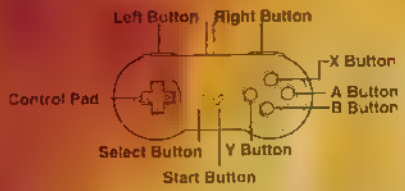
Post Mission Screen - After the mission is completed, points are awarded for the performance of the [illegible].

Points are awarded for four aspects of the mission: time, rescue, items, and events. By completing more than the normal objectives, you can receive bonus points that are good for power ups.

Power-Ups - If your fireman receives enough points in a category, you'll receive a power-up that will increase either a) the carrying capacity of the fireman, or b) the health of the fireman. These power-ups can be crucial for later missions, so try to do as much as possible during a mission to receive extra points.

Passwords - After every few missions, you'll receive a password. Be sure to write this password down, because it will let you continue at this point in the game.

Controller Functions



During the select screen, briefing screen, item screen, equip screen, and map screen

CONTROL PAD - Moves the cursor
A BUTTON - Select item
Y BUTTON - Select item
R BUTTON - Hold down to move cursor faster

During a conversation

A BUTTON - Continues text
Y BUTTON - Continues text
X BUTTON - Skips to next person talking

During the game

CONTROL PAD - Moves fireman, tapping any direction twice will make you run
A BUTTON - Uses 'A' item (in red box)
B BUTTON - Jump
Y BUTTON - Uses 'Y' item (in green box)
X BUTTON - Kick
R BUTTON - Exposes hidden flame / allows fireman to move & not change direction (you must hold button down to use)
L BUTTON - Allows fireman to change direction without moving (you must hold this button down to use)

R BUTTON, L BUTTON, START BUTTON, & SELECT BUTTON (simultaneously) - resets game

Hints & Tips

Warning: These hints can take away from the fun of figuring things out yourself. You have been warned. Don't blame us if your sense of accomplishment is diminished after reading this!

- Use the **R Button** to expose hidden flames before entering a room or going under a catwalk.

- Holding down the **R Button** keeps you from dashing, so use this button when you want to inch forward instead of running headlong into a pit or fire!

When you are on the mine stages, sometimes the easiest way to leave a stage in a hurry is to fall into a pit. You may take damage, but you'll get out to beat the clock.

- Be sure to use your other firemen (or women) well. They can reequip you if you need air or CO_2 bombs.

- Events can be tough, so be sure that you know what you're doing before trying them. A first run through every mission will make life easier.

Your fire extinguisher is based on CO_2. CO_2 is cold. If you need to cool something down, use your extinguisher. It can also be used to wake people up.

- Once again, there are no codes for extra continues. We frown on that type of thing around here. This isn't THAT tough of a game. You can do it, we have faith in you.

Credits

Game Design	Michael Hardt and Joe Sislow
Product Manager (Japan)	Mr. Ohta
Product Manager (US)	Joe Sislow
Manual, Screen Text, and Futility	Joe Sislow
Game Counselling and Hong Kong Movies	Jarik Sikat
Invaluable Assistance and Sales	Bob Bernstein
Package Design and Manual Layout	The Ad Agency
Inspirational Muses	Kate Bush & Mary Hermanson
Catering	El Famous Burrito "Wacky Happy"

"We make a crucial team for a dying world..."

Taking Care of your Jaleco game

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SNES with respect to the receiver
- Move the SNES away from the receiver
- Plug the SNES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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for the Super Nintendo Entertainment System®
in coming months. And remember,
Jaleco makes great video games for the
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Nintendo Game Boy® as well!

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